



# HOLOLIVE 5E

**D&D HOMEBREW**

Hololive inspired NPCs  
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## ON THE COVER



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# AMANE KANATA, THE EARTHBOUND ANGEL

## AMANE KANATA

*Medium celestial, chaotic good*

**Armor Class** 17 (natural armor)

**Hit Points** 152 (19d8 + 76)

**Speed** 30ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	17 (+4)	20 (+5)	20 (+5)

**Saving Throws** Str +9, Wis +9, Cha +9

**Skills** Insight +9, Perception +9

**Damage Resistances** Radiant; non-magical bludgeoning, piercing, and slashing

**Condition Immunities** Charmed, exhaustion

**Senses** Darkvision 120ft., passive Perception 19

**Languages** All, telepathy 120 ft.

**Challenge** 10 (5900 XP)

**Angelic Weapons.** Kanata's weapon attacks are magical. When she hits with any weapon, she deals an extra 2d8 radiant damage (included in the attack).

**Sadistic Angel.** Kanata's weapon attacks deal an additional 2d8 slashing damage (included in the attack).

**Chairman's Companion.** When Kanata is within 30ft. of Kiryu Coco, she has advantage on all attack rolls and ability checks.

**Kanagorilla.** Kanata has advantage on all Strength and Strength based ability checks and Strength saving throws.

**Innate Spellcasting.** Kanata's spellcasting ability is Charisma (spell save DC17). She can innately cast the following spells, requiring only verbal components:

At will: *detect good and evil*

1/day each: *commune*, *greater restoration*

**Filled with Determination.** If an attack would reduce Kanata to 0 hit points, she must make a DC12 Wisdom saving throw. On a success, she is reduced to 1 hit point instead.

## Actions

**Multiattack.** Kanata makes two weapon attacks.

**Kanabou.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage and 9 (2d8) radiant damage and 9 (2d8) slashing damage.

**Halo.** *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage and 9 (2d8) radiant damage and 9 (2d8) slashing damage.

**Healing Touch (3/Day).** Kanata touches another creature. The target magically regains 20 (4d8+2) hit points and is freed from an curse, disease, poison, blindness, or deafness.

"If she really wants...she can die, and then I'll take her to the heavens!"

~ Amane Kanata





# GAWR GURA, THE ROGUE ATLANTEAN

## GAWR GURA

Medium humanoid, chaotic good

**Armor Class** 16 (natural armor)

**Hit Points** 189 (27d8 + 81)

**Speed** 30ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	7 (-1)	12 (+1)	18 (+4)

**Saving Throws** Str +7, Dex +5, Cha +7

**Skills** Athletics +4, Performance +7, Perception +4, Animal Handling +4

**Senses** passive Perception 19

**Languages** Common

**Challenge** 8 (3900 XP)

**Amphibious.** Gura can breathe both air and water.

**Hydrodynamic.** While in water, Gura can take the Dash action as a bonus action.

**Shaaaaaaaaaark.** Gura has advantage on melee attack rolls against any creature that does not have all its hit points. If Gura targets a creature below half its total hit points, she may make an additional *Bite* attack as a bonus action.

**Shork Brain.** Gura has disadvantage on all Intelligence based checks and saving throws. Gura has advantage on any rolls made to oppose a Deception check.

**Bloop.** If Gura is in the water, she may take 10 minutes to summon **Bloop**. Bloop uses the statistics and abilities of a *Giant Shark* (SRD, pg. 135). Bloop acts as a familiar as per the *Find Familiar* spell, but can also make attacks. Gura can communicate telepathically with Bloop so long as they are both on the same plane of existence.

**Emergency Food.** If Bloop is within 30 ft. of Gura, she may dismiss him as a bonus action, gaining hit points equal to half of Bloop's remaining hit points. Bloop must be resummoned after being dismissed in this manner.

**Legacy of Atlantis.** All of Gura's attacks count as magical.

## Actions

**Multiattack.** Gura makes up to three *trident* attacks and one *bite* attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 10 (3d4 + 4) piercing damage. If the target is a creature other than an undead or construct, it must succeed on a DC16 Constitution saving throw, or lose 5 (1d10) hit points at the start of its next turn. This effect does not stack and lasts until any creature staunches the wound with a DC16 Medicine check, or the affected creature receives magical healing.

**Trident.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 10ft. or range 20/60 ft., one target. *Hit:* 8 (2d8 + 4) piercing damage.

**Where's Bloop?** Gura commands Bloop to act. If he is within 120 ft. of Gura, then he may immediately move up to his full speed or take an action.

**Siren Shark (3/ day).** Gura begins to sing an enchantingly beautiful song. All creatures of her choice within 120 ft. must succeed on a DC16 Wisdom saving throw or be charmed until the song ends. Gura must use a bonus action to continue singing on her subsequent turns. The song ends if Gura is incapacitated. Any creature charmed by Gura must move its maximum speed towards Gura on each subsequent turn while it is charmed. At the end of each of their subsequent turns or whenever the charmed creature takes damage from a source other than Gura or Bloop, they may repeat the saving throw. On a success, the affected creature is no longer charmed and is immune to this effect for the next 24 hours.





# HAACHAMA, THE TWO-SOULED

Whispers tell of an eldritch being known as **Haachama**, a malicious entity which shared the body of a young maiden in days long gone. Through whatever source, a sliver of Haachama exists in you, granting you chaotic powers and a strange copy. Haachama is available as a sorcerous origin.

## CHAOTIC MAGIC

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Haachama Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

### HAACHAMA SPELLS

Sorcerer Level	Spells
1st	<i>Mind Sliver, Goodberry, Tasha's Hideous Laughter</i>
3rd	<i>Gift of Gab, Beast Sense</i>
5th	<i>Conjure Animals, Life Transference</i>
7th	<i>Evard's Black Tentacles, Phantasmal Killer</i>
9th	<i>Mislead, Insect Plague, Reincarnate</i>

## HAACHAMA COOKING

At 1st level, you gain proficiency in *Chef's Utensils* if you do not already have it. You also gain advantage on any checks to locate food via foraging.

## HAACHAMA & HAATO

At 1st level, you are able to channel Haachama's chaotic energy to create a duplicate of yourself. Once per day as an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when you and your illusion are within 5 ft. of each other, if a creature targets you with an attack, roll a d20. On an 11 or higher, the attack hits your duplicate instead.

## HAACHAMACHAMA

At 6th level, the voice of Haachama echoes in your mind, precluding any efforts by an outside force to read or influence it. Your thoughts can't be read by telepathy or other means. You have advantage on Saving Throws to resist being charmed by any effect. Any creature which attempts to charm you or read your thoughts must succeed on a Wisdom saving throw against your spell save DC or take 1d6 psychic damage. At level 10, this increases to 2d6, and at level 15 to 3d6.

## BIG RED HEART

At 14th level, you are able to channel Haachama's intrinsic chaos into good luck. As a bonus action or reaction, you may choose to lose hit points equal to your number of sorcerer levels, and gain advantage on any attack roll or saving throw or if a spell you cast would cause a creature or creatures to make a saving throw, then that saving throw is made at disadvantage.



## COEXIST

At 18th level, you and Haachama begin to fully merge. You may now use *Haachama & Haato* three times per day. As a bonus action, if you are within 5 ft. of the duplicate, you may merge with the duplicate, regaining a number of hit points equal to twice your sorcerer level and sorcery points equal to half your sorcery point total.



# HOSHIMACHI SUISEI, THE BLOODY COMET

## HOSHIMACHI SUISEI

Medium humanoid (human), neutral evil

**Armor Class** 15 (Studded leather)

**Hit Points** 105 (15d8 + 45)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	16 (+3)	16 (+3)

**Saving Throws** Dex +6, Int +4

**Skills** Acrobatics +6, Deception +6, Perception +6, Stealth +9, Intimidation +9; Performance +9

**Senses** passive Perception 13

**Languages** Common

**Challenge** 8 (3900 XP)

**Your Shooting Star.** Suisei has expertise on Stealth, Intimidation, and Performance checks (included in skills).

**Assassinate.** On her first turn, Suisei has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Suisei makes against a surprised creature is a critical hit.

**Evasion.** If Suisei is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

**Sneak Attack.** Suisei deals an extra 13 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally that isn't incapacitated and she doesn't have disadvantage on the attack roll.

**Suicopath (3/ per day).** As an action, Suisei may cast *disguise self*, with a spell save DC of 15. She is limited in disguising herself as creatures she has killed in the past 24 hours.

## Actions

**Multiattack.** Suisei makes two handaxe attacks.

**Handaxe. Melee Weapon Attack:** +6 to hit, reach 5ft., one target. **Hit:** 6 (1d6 + 3) slashing damage, plus 21 (7d6) poison damage. The target must make a DC 16 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

**Throwing Axe. Ranged Weapon Attack:** +6 to hit, range 20/60ft., one target. **Hit:** 6 (1d6 + 3) slashing damage, plus 21 (7d6) poison damage. The target must make a DC 16 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.





# MOONA HOSHINOVA, THE LUNAR EMISSARY



## MOONA HOSHINOVA

*Medium celestial, chaotic good*

**Armor Class** 15 (natural armor)

**Hit Points** 189 (27d8 + 81)

**Speed** 35ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	17 (+3)	10 (+0)	18 (+4)

**Saving Throws** Con +6, Cha +7

**Skills** Performance +10, Athletics +7, Insight +6, Persuasion +7, Deception +7

**Damage Resistances** Radiant

**Senses** Darkvision 60ft., passive Perception 10

**Languages** Common

**Challenge** 8 (3900 XP)

**Lunar Idol.** Moona has expertise in Performance, included in her roll. When under moonlight, all of Moona's spells are cast one level higher for no additional cost.

**Fanservice.** As a bonus action, Moona may distract a creature within 10 ft. of her with fanservice. All creatures gain advantage on attack rolls against the targeted creature until the start of her next turn.

**Usada Kensetsu.** Moona may designate a rectangular area of ground 5ft by 10ft. Moona may choose to make this area now count as difficult terrain or three-quarters cover for any creatures within it.

**Pekomoon.** As an action, Moona may grant Usada Pekora a free Legenday Action at the end of Moona's turn. Moona may also use her action to activate Pekora's TNT Cannon.

**Lunar Axe.** Moona's greataxe is a magic weapon. When Moon hits with her greataxe, she deals an extra 2d8 radiant damage (included in the attack).

**Innate Spellcasting.** Moona's spellcasting ability is Charisma (spell save DC17). She can innately cast the following spells, requiring only verbal compnents:

At Will: *guiding bolt*, *sacred flame*

3/ day each: *moonbeam*, *branding smite*

## Actions

**Multiattack.** Moona may makes up to two weapon attacks.

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 10 (1d12 + 4) slashing damage and 8 (2d8) radiant damage.



# HOSHO MARINE, THE PIRATE KING

## HOSHO MARINE

Medium humanoid (human), chaotic good

**Armor Class** 19 (studded leather)

**Hit Points** 162 (32d8 + 32)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	9 (-1)	9 (-1)	15 (+2)	17 (+3)

**Saving Throws** Dex +7, Cha +6

**Skills** Acrobatics +7, Athletics +3, Deception +6, Persuasion +6, Performance +6, Vehicles (Water) +10

**Senses** passive Perception 12

**Languages** Common

**Challenge** 7 (2900 XP)

**17 Second Season.** Marine has disadvantage on initiative rolls. After the first round of combat, she rolls Constitution saves at disadvantage.

**Hosho Pirate Captain.** All friendly creatures within 30ft. of Marine have advantage on Wisdom and Charisma saves.

**Pirate of the Seas and Skies.** While standing on a water or airborne vehicle, Marine has advantage on Dexterity and Dexterity based skill checks. Marine also ignores any difficult terrain on board a water or airborne vehicle.

**Swashbuckler.** While wearing light armor, Marine adds her Charisma modifier to her AC and to weapon damage rolls (already included). When Marine makes a melee attack against a creature, that creature cannot make opportunity attacks against Marine for the rest of her turn.

**Duelist (1/turn).** If Marine is within 5ft. of a creature, and no other hostile creatures are within 5ft. of Marine, she may deal an extra 14 (4d6) damage on a hit with a melee weapon.

## Actions

**Multiattack.** Marine makes three weapon attacks, only one of which may be a *pistol* attack.

**Cutlass.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 11 (1d8 + 7) slashing damage

**Pistol.** *Ranged Weapon Attack:* +7 to hit, range 30/90ft., one target. *Hit:* 12 (1d10+7) piercing damage.



**Ahoy! (1/day).** Until the start of Marine's next turn, all friendly creatures within 30ft. of Marine that can see or hear her gain a 4 (1d8) bonus to any attack rolls or saving throws they make. This effect ends if Marine is incapacitated.

**Senchou's Challenge.** Marine targets a creature which can hear her and with whom she shares a language. The target must make a DC16 Wisdom save. On a failure, for one minute the target has disadvantage on all attack rolls against targets other than Marine, and can't make opportunity attacks on creatures other than Marine. The target may attempt the save again at the end of all subsequent turns. This effect lasts for one minute, until the save is made, or the target is more than 60ft. from Marine.

## Reactions

**Parry.** Marine adds 5 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

**Riposte.** When a creature misses Marine with a melee attack, she may make a *cutlass* attack against the creature.



# INUGAMI KORONE, THE DOOM HOUND



## INUGAMI KORONE

*Medium humanoid, chaotic neutral*

**Armor Class** 16 (unarmored defense)

**Hit Points** 126 (18d8 + 54)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	16 (+3)	10 (+0)	17 (+3)

**Saving Throws** Str +6, Dex +6, Con +6, Cha +6

**Skills** Athletics +9, Deception +6, Persuasion +6, Intimidation +6

**Damage Resistances** Non-magical bludgeoning, piercing, and slashing

**Senses** passive Perception 11

**Languages** Common

**Challenge** 5 (1800 XP)

**Guard Dog.** Korone has advantage on all initiative rolls, and advantage on all Perception checks.

**Rip and Tear.** Whenever Korone deals damage with a melee weapon attack, she may use a bonus action to make an unarmed attack against the same creature (+6 to hit, 7 (1d8+3) bludgeoning damage on a hit).

**Yubi Yubi!** Whenever Korone reduces a creature to 0 hit points with a melee attack, she gains 7 (1d8+3) hit points. If she is at maximum hit points, she gains 7 (1d8+3) temporary hit points.

**Loud Doggo Noises.** Korone has disadvantage on all saving throws against becoming Frightened. If she fails a saving throw, instead of becoming Frightened, all creatures within 10 ft. of Korone must make a DC14 Constitution saving throw, taking 12 (3d8) thunder damage on a failed save, or half that on a successful one. Korone then has disadvantage on all attacks which are *not* targeting the creature which caused the saving throw until the end of her next turn.

**Daemonblade.** Korone's melee weapon attacks are magical. When she hits with a melee weapon, she doubles her ability score modifier for determining damage (included in the attack).

## Actions

**Multiattack.** Korone makes two *Doomblade* or attacks or one *blunderbuss* attack.

**Doomblade.** *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d6+6) slashing damage.

**Double Battered Blunderbuss.** *Ranged Weapon Attack:* +6 to hit, range 30/90ft., two targets within 5ft. of each other. *Hit:* 11 (2d8+3) piercing damage.



# KIRYU COCO, THE ASACOCO DRAGON

## KIRYU COCO

*Huge dragon, chaotic good*

**Armor Class** 18 (natural armor)

**Hit Points** 184(16d12 + 80)

**Speed** 40ft, climb 40ft, fly 80ft.

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

23 (+6) 12 (+1) 21 (+5) 18 (+4) 15 (+2) 20 (+5)

**Saving Throws** Dex +6, Con +10, Wis +7, Cha +10

**Skills** Deception +10, Performance +10, Perception +12, Stealth +6

**Damage Resistance** Poison

**Senses** Blindsight 60ft, darkvision 120ft, passive Perception 22

**Languages** Common, Draconic

**Challenge** 14 (11500 XP)

**Legendary Resistance (3/ day).** If Coco fails a saving throw, she may choose to succeed instead.

**Angelic Companion.** Whenever Coco would regain hit points due to an action by Amane Kanata, treat any dice rolled to determine hit points regained as having rolled their maximum value.

**Change Shape.** As an action, Coco magically transforms into a Medium Humanoid, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed into or borned by her new form (Coco's choice). In either form, Coco retains her alignment, hit points, hit die, ability to speak, proficiencies, legendary resistances, lair actions, and all ability scores, as well as this action. Coco also retains both the Tail and Plug-In Tail action options.

**Asacoco Aura.** An aura of asacoco lingers around Coco at all times, overpowering those who breathe it in. Every creature of her choice within 20 ft of her must succeed on a DC16 Wisdom saving throw or take 10 (3d6) psychic damage on a failed save, or half that on a successful one.

## Actions

**Multiattack.** Coco makes up to three attacks. One with her bite and two with her claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 17 (2d10+6) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft, one target. *Hit:* 15 (2d8+6) bludgeoning damage.

**Plug-In Tail.** *Ranged Weapon Attack* +6 to hit, range 50/100 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage and 7 (2d6) psychic damage.

**Breath Weapons (Recharge 5-6).** Coco uses the following breath weapon.

**Inhalation Type Asacoco.** Coco exhales a stream of concentrated asacoco in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC18 Wisdom saving throw, taking 54 (12d8) poison damage on a failed save and are stunned till the end of their turn, or half as much damage on a successful one.

## Legendary Actions

Coco can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

**Detect.** Coco makes a Wisdom (Perception) check.

**Tail Attack.** Coco makes a tail or plug-in tail attack.

**Wing Attack (Costs 2 Actions).** Coco beats her wings with a shout of profanity. Each creature within 10 ft of her must succeed on a DC19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. Coco can then fly up to half her flying speed.





# KIRYU COCO, THE DRAGON CHAIRMAN

## KIRYU COCO

Medium humanoid, chaotic good

Armor Class 18 (natural armor)

Hit Points 110(13d10 + 39)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	15 (+2)	16 (+3)	16 (+3)

**Saving Throws** Str +7, Dex +3, Con +6, Int +5, Wis +6, Cha +6

**Skills** Persuasion +9, Deception, +9, Insight +6, Intimidation +9, Athletics +7,

**Condition Immunities** Poison

**Senses** Darkvision 60ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 7 (2900 XP)

**Angelic Companion.** Whenever Coco would regain hit points due to an action by Amare Kanata, treat any dice rolled to determine hit points regained as having rolled their maximum value.

**Dragon Chairman of Crime.** Coco has advantage on all Persuasion, Deception, and Intimidation checks.

**Good Morning Motherf---ers.** Coco has advantage on Initiative rolls.

**Searing Blade.** Coco's *katana* attacks are magical, and deal an additional 2d6 fire damage on a hit (included in the attack).

**Innate Spellcasting.** Coco's spellcasting ability is Wisdom (spell save DC14). She can innately cast the following spells, requiring only verbal components:

At will: *burning hands*, *searing smite*, *hellish rebuke*, *compelled duel*

1/day each: *fireball*, *immolation*, *fly*

## Actions

**Multiattack.** Coco makes two *katana* attacks and one tail whip attack.

**Katana.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (1d10+4) slashing damage and 6 (2d6) fire damage.

**Tail Whip.** *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage. Target must succeed on a DC15 Strength saving throw, or be knocked prone.

**Yakusa Dragon.** All creatures within 45ft. of Coco and aware of her must succeed on a DC15 Wisdom saving throw, or be Frightened for 1 minute. A creature can repeat the saving throw at the end of its turn, ending this effect on a success. If a creature succeeds on their save, or the effect ends, they are immune to this action for the next 24 hours.

## Reactions

**Parry.** Coco adds 5 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.





# ANYA MELFISSA, THE AWAKENED KRIS

You have forged a pact with Anya Melfissa, the spirit of an ancient and powerful *kris*. Through your pact, you learn the wield the blade she inhabits, and to channel her personality into your magic.

## EXPANDED SPELL LIST

Having Anya Melfissa as your patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock list for you.

### ANYA EXPANDED SPELLS LIST

Spell Level	Spells
1st	<i>Shield, Sleep</i>
2nd	<i>Calm Emotions, Branding Smite</i>
3rd	<i>Elemental Weapon, Haste</i>
4th	<i>Death Ward, Fire Shield</i>
5th	<i>Banishing Weapon, Holy Weapon</i>

## KRIS WARRIOR

At 1st level, you gain the skills necessary to wield Anya in battle. You gain proficiency with shields and *Anya's Kris* a unique shortsword which counts as a magic weapon for purposes of overcoming resistance and immunity. When you attack with *Anya's Kris* you may use your Charisma instead of Strength or Dexterity for the attack and damage rolls. You may summon *Anya's Kris* to your hand as a bonus action nad it dissapears if it moves more than 5 ft. from you for a minute or more. If you take *Pact of the Blade* as your Pact Boon, *Anya's Kris* becomes your pact weapon and you cannot change its form.

So long as you are not wearing armor, your AC equals 10 plus your Dexterity modifier plus your Charisma modifier.

## ANCIENT WEAPON

At 6th level, *Anya's Kris* shows its ancient power. It becomes a +1 magic weapon. This effect stacks with the Improved Pact Weapon, Superior Pact Weapon, and Ultimate Pact Weapon invocations. On a hit *Anya's Kris* deals an additional 1d6 poison damage. This increases to 2d6 at 11th level and 3d6 at 17th level.

## WAY OF THE KRIS

At 10th level you become an even more skilled wielder of Anya. When you make an attack with *Anya's Kris*, you may attack twice, stacking with the Thirsting Blade invocation. You also gain the ability to effectively dodge area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. If you score a hit with *Anya's Kris* against a creature, that creature must roll attacks against you at disadvantage until the start of your next turn.

## GATE OF MELFISSA

At 14th level you can wield Anya at her full potential. Once per turn, on a hit with *Anya's Kris*, you may cast *Wrathful Smite* as a bonus action without expending a spell slot or material components. *Anya's Kris* now scores a critical hit on a roll of 19 or 20, and may reroll damage dice of a 1 or 2 and must use the new roll, even if the result is a 1 or 2. *Anya's Kris* also gains the *Thrown* property, with a range of 60 ft.





# KUREIJI OLLIE, THE MANIC ZOMBIE

## KUREIJI OLLIE

*Medium undead, chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

**Saving Throws** Str +7, Con +7, Wis +6, Cha +7

**Skills** Persuasion +7, Performance +7

**Damage Resistances** necrotic, psychic

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, poisoned, stunned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common

**Challenge** 5 (1800 XP)

**Zombie Harem.** Ollie has disadvantage on all rolls to resist being charmed. Ollie is immune to effects that turn undead.

**Undead Translator.** As a bonus action, Ollie can gain proficiency in any language for one hour.

**Undead Resilience.** If Ollie takes damage that would reduce her hit points to 0, she must make a Constitution saving throw with a DC equal to 5+ the damage taken, unless the damage is radiant. On a success, she drops to 1 hit point instead.

**Regeneration.** Ollie regains 10 hit points at the start of her turn. If she has taken fire or radiant damage, this trait doesn't function at the start of her turn. Ollie will regenerate hit points even if she is at 0 unless this ability does not function.

**Headsword.** Ollie's weapon attacks are magical.

## Actions

**Multiattack.** Ollie makes two Headsword and one Bite attack.

**Headsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 10 (1d10+5) slashing damage.

**Bite.** +7 to hit, reach 5 ft., *Hit:* 6 (2d6) piercing damage. The target must succeed on a DC14 Constitution saving throw or take an additional 12 (4d6) necrotic damage.

**Undead Zoomer (3/Day).** Ollie casts the *Haste* spell on herself. This cannot be counterspelled.





# CALLIOPE MORI, THE HANDMAID OF DEATH

## CALLIOPE MORI

Medium undead, lawful neutral

**Armor Class** 19 (natural armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	18 (+4)	14 (+2)	15 (+2)	20 (+5)

**Saving Throws** Int +7, Wis +7, Cha +10

**Skills** Performance +10, Intimidation +10

**Damage Resistances** Non-magical bludgeoning, piercing, and slashing

**Damage Immunities** Necrotic, Cold

**Condition Immunities** Frightened, Poisoned

**Senses** Truesight 120ft., passive Perception 17

**Languages** Common, Infernal

**Challenge** 13 (10,000 XP)

**Magic Resistance.** Calliope has advantage on saving throws against spells and other magical effects.

**Turn Immunity.** Calliope is immune to the effects of Turn Undead.

**Welcome to the Mountaintop.** Calliope has advantage on Performance and Intimidation checks. As a bonus action she may make all creatures of her choice within 50 ft. make a Wisdom save, opposed by Calliope's Performance check. All creatures which fail this save are charmed by Calliope until the start of her next turn.

**Could You Please RIP?** Calliope's weapon attacks are magical. When Calliope deals damage with a weapon attack, she deals an additional 5d8 necrotic damage (included in the attack).

**Death Sensei.** If Calliope is reduce to 0 hit points, she reappears on the appropriate plane (e.g. Negative Energy Plane, Dolurrrh, etc.) in 1d6 days having regained full hit points.

**Dead Beats.** Bodies or skeletons within 60 ft. of Calliope can not be raised as undead.

**Kusotori.** If Calliope is within 30 ft. of Takanashi Kiara at the start of Calliope's turn, she must succeed on a DC18 Wisdom saving throw, or be Turned for 1 minute. If she succeeds on this saving throw, she is immune to this ability for 24 hours.

**Incorporeal Movement (1/ day).** As a bonus action, Calliope may gain the following effects. She gains a walking and flying speed of 60 ft. and may pass through creatures and objects as if they were difficult terrain. This effect lasts for one hour.

**Legendary Resistance (3/ day).** If Calliope fails a saving throw, she may choose to succeed instead.

## Actions

**Multiattack.** Calliope makes three weapon attacks.

**Ricky. Melee Weapon Attack:** +10 to hit, reach 5ft., one target. **Hit:** 12 (1d12 + 6) slashing damage and 20 (5d8) necrotic damage.

**Flail. Melee Weapon Attack:** +10 to hit, reach 30ft., one target. **Hit:** 10 (1d8 + 6) bludgeoning damage and 20 (5d8) necrotic damage.

**Reaping.** Calliope targets a creature with 0 hit points within 5 ft. of her. The target must make a DC18 Charisma saving throw, taking a single failed Death Saving Throw on a success. On a failure, the target immediately dies, and the creature may not be resurrected by any spell other than *Wish*.

## Reactions

**Scythe Sweep.** When a creature enters within 5 ft. of Calliope, she may make a *Ricky* attack. If Calliope hits, the targeted creature must succeed on a DC18 Dexterity saving throw or be knocked prone.





# MURASAKI SHION

## THE LIGHTNING MAGE

### MURASAKI SHION

*Medium fiend, chaotic neutral*

**Armor Class** 12 (15 with mage armor)  
**Hit Points** 60 (15d8)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	13 (+2)

**Saving Throws** Int +6, Cha +5  
**Skills** Arcana +6, History +6, Sleight of Hand +5  
**Senses** Darkvision 60 ft., passive Perception 13  
**Languages** Common  
**Challenge** 7 (2900 XP)

**One Shion Late.** Shion has disadvantage on Initiative checks and counts only half of her current hit points when resolving the *Sleep* spell.

**Neeeeeee.** As a bonus action, Shion targets up to three creatures within 60 ft. of her. The targetted creature must succeed on a DC14 Intelligence saving throw or subtract 2 (1d4) from the next saving throw it makes before the end of Shion's next turn.

**Lightning Mage.** When rolling lightning damage, Shion may choose to re-roll the damage dice. She must accept the second roll.

**Flat Mana Stores (3/ day).** When Shion casts a spell that forces a creature to make a saving throw, Shion may force one creature targeted by the spell to make that saving throw at disadvantage.

**Spellcasting.** Shion is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Shion has the following spells prepared.

At Will: *Lightning Lure, Shocking Grasp, Thunder Clap, Message, Mage Hand, Minor Illusion*

Level 1 (4 slots): *Mage Armor, Thunderous Smite, Thunderwave, Magic Missile, Shield*

Level 2 (3 slots): *Misty Step, Mirror Image*

Level 3 (3 slots): *Lightning Bolt, Thunder Step, Counterspell, Fly*

Level 4 (3 slots): *Confusion, Hallucinatory Terrain*

Level 5 (1 slot): *Bigby's Hand*



### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

**Kusogakick (3/ day).** *Ranged Weapon Attack:* +6 to hit, 60ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage and 12 (4d6) lightning damage. When Shion uses this action, she immediately moves up to 60 ft. in a straight line towards the targetted creature, stopping within 5 ft. of the target. For every 10 ft. she moves in the course of executing this action Shion adds 3 (1d6) lightning damage to her damage roll.

Shion may choose to make her attack roll at disadvantage. If she does so, she replaces all d6s rolled for lightning damage with d12s.



# NAKIRI AYAME, THE VISITING DEMON

## NAKIRI AYAME

*Medium fiend, chaotic good*

**Armor Class** 13 (14 with *Asura* and *Rakshasa*)

**Hit Points** 52 (8d8 + 16)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	15 (+2)	11 (+0)	17 (+3)

**Saving Throws** Str +5, Con +4, Wis +2, Cha +5

**Skills** Athletics +5, Intimidation +5

**Damage Resistances** Non-magical bludgeoning, piercing, and slashing

**Senses** Darkvision 120 ft., passive Perception 10

**Languages** Common, Infernal

**Challenge** 6 (2300 XP)

**Magic Resistance.** Ayame has advantage on saving throws against spells and other magical effects.

**Lucky Oni.** If Ayame rolls a natural 1 for an ability check, saving throw, or attack roll, she may re-roll the dice and must use the new roll.

**Oni Swordsman.** Ayame may take the Disengage action as a bonus action.

**Asura & Rakshasa.** *Asura* and *Rakshasa* are +1 magical weapons (included in the attack). So long as she is wielding both *Asura* and *Rakshasa* Ayame gains a +1 to her AC.

**Poyoyo.** As a bonus action, Ayame may have her familiar distract an opponent. Ayame targets one creature within 30 ft. of her. She has advantage on attack rolls against the target until the start of her next turn.

## Actions

**Two Weapon Fighting.** Ayame makes an attack with either *Ashura* or *Rakshasa*. As a bonus action, she may make an attack with the other.

**Ashura. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) slashing damage. Target must succeed on a DC12 Constitution save, or take an Bleeding Wound. While the target has the Bleeding Wound, it loses an additional 5 hit points at the start of its turn. This effect is stackable. A Bleeding Wound may be removed if the target takes an action and succeeds on a DC12 Medicine check, or if the target regains any hit points magically. When removed, all stacks are removed.

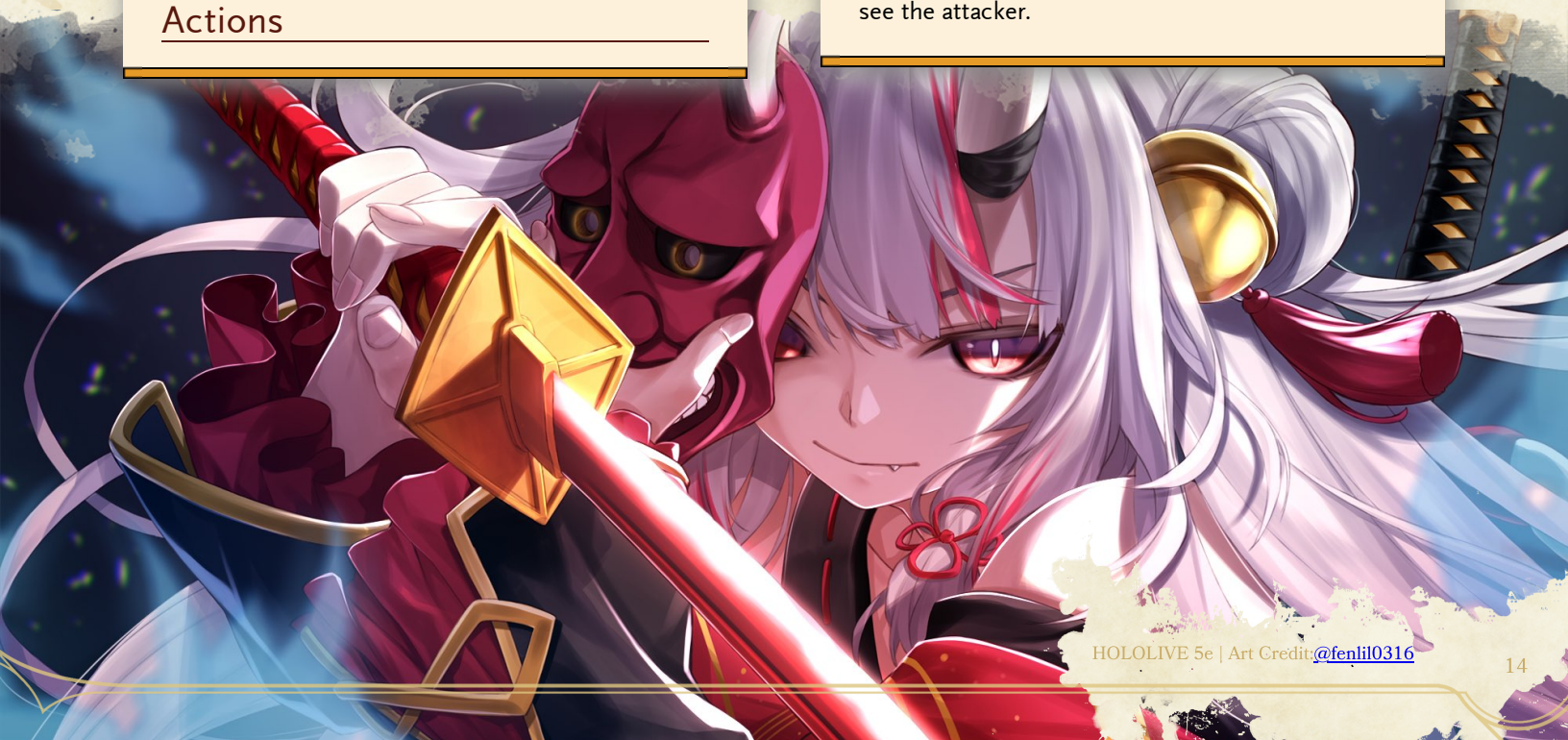
**Rakshasa. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) slashing damage. Non-magical armor takes a permanent and cumulative -1 to AC. If it is reduced to 10 AC, the armor is destroyed.

**Karma & Shiranui (1/ day).** Ayame summons a suit of *Animated Armor* (BR pg. 116). It appears in a spot within 5 ft. of Ayame, shares her initiative, and follows her commands. If a creature makes an attack against Ayame while the *Animated Armor* is within 5 ft. of her, Ayame gains an additional +2 bonus to AC.

## Reactions

**Parry.** Ayame adds 5 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

**Oni's Counter.** Ayame adds 2 to her AC against one melee attack that would hit her. She may then immediately move up to 20 ft. in a straight line away from the attacker. This movement does not trigger attacks of opportunity. To do so, she must see the attacker.





# NEKOMATA OKAYU, THE SINBINDER

You have forged a pact with the infamous *nekomata*, Okayu. This wandering spirit commonly takes the form of a maiden with purple hair and feline traits, often portraying herself as a humble *onigiri* merchant. She offers callers at her stall the opportunity to be soothed by her calming voice at the humble cost of bearing the burden of her sins. Quite what those sins are she has not deemed fit to disclose.

## ONIGIRIYA

Starting at 1st level, Okayu's voice whispers to you, soothing your nerves. You gain advantage on all checks to maintain concentration on a spell.

## OKAYU'S SINS

At 6th level you begin to learn of Okayu's sins. You may use a bonus action to distract a creature who may see or hear you. The targeted creature either has disadvantage on its next Perception check or the next attack roll made against the target is made at advantage. You choose which effect occurs. This effect lasts for 1 hour, or until this feature is used against a different target.

## MOGU MOGU

At 10th level the calming effects of Okayu's voice grants you exceptional resilience. You now make all checks to resist being charmed, frightened, or stunned at advantage. Once per short rest, as an action you may now give yourself a number of temporary hit points equal to your warlock level. These hit points last until you take a short or long rest. You may take the spell *Hero's Feast* as a Mythic Arcanum spell.

## OKAKORO

At 14th level, you have earned enough of Okayu's favor that you may use an action and expend a spell slot to summon **Inugami Korone**. Korone appears in an unoccupied space within 60 ft. of you. She has her own initiative and has her own turns. On your turn, you may issue a command to Korone (no action required) telling her what to do on her next turn. If she has no command, she will attack any creature in reach which has attacked her or you. Korone will persist for up to an hour. If Korone is reduce to 0 hit points, then on your next turn you may use a spell slot and an action to restore all her hit points, else this effect ends. Once used, this feature may not be used again until after you complete a long rest.

## ELDRITCH INVOCATIONS

### Onigiri Beam:

*Prerequisite: Sinbinder Patron*

If you reduce a creature to 0 hit points with *Eldritch Blast* the creature is converted into a *Nekomata's Onigiri*. This is an item weighing 1/2 pound. As a bonus action, it can be consumed or fed to a creature. That creature then gains 3d4+3 hit points. At 10th level, this increases to 5d4+5 hit points.

### Masochistic Patron:

*Prerequisite: Sinbinder Patron, 9th level*

Once per long rest, as an action you can make use of Okayu's masochistic nature to regain a Warlock spell slot.

### Okakoro TeeTee:

*Prerequisite: Sinbinder Patron, 15th level*

When you use the Okakoro feature to summon **Inugami Korone** her unarmed attack now deals 2d8 + 3 magic bludgeoning damage. Once per day Korone may take the multi-attack Action twice. Korone also regains 1d10 hit points at the start of her turn as long as she has at least 1 hit point remaining.

## EXPANDED SPELL LIST

Having Nekomata Okayu as your patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock list for you.

### OKAYU EXPANDED SPELLS LIST

Spell Level	Spells
1st	<i>goodberry, disguise self</i>
2nd	<i>calm emotions, blur</i>
3rd	<i>pass without trace, catnap</i>
4th	<i>greater invisibility, compulsion</i>
5th	<i>animate objects, bigby's hand</i>





# NINOMAE INA'NIS

## THE HERALD OF THE ANCIENT ONES



### NINOMAE INA'NIS

*Large aberration, neutral good*

**Armor Class** 12 (15 with Mage armor)

**Hit Points** 99(18d8 + 18)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	15 (+2)	16 (+3)	20 (+5)

**Saving Throws** Wis +7, Cha +10

**Skills** Arcana +10, History +10, Persuasion +13

**Damage Resistances** Damage from Spells; non-magical bludgeoning, piercing, and slashing (from Stoneskin); Psychic (from Protection of the Ancient Ones)

**Senses** Truesight 120 ft., passive Perception 13,

**Languages** All

**Challenge** 13 (10000 XP)

**Magic Resistance.** Ina'nis has advantage on saving throws against spells and other magical effects.

**Pact Magic.** Ina'nis regains expended spell slots on a short rest. Ina'nis's spell slots may only be used to cast the spells she knows at that level.

**Gift of the Ancient Ones.** Ina'nis has advantage on concentration checks to maintain concentration spells. Ina'nis has advantage on saving throws against spells and other magical effects.

**Book of the Ancient Ones.** Once per day, Ina'nis may use an action to regain all expended spell slots.

**Protection of the Ancient Ones.** Ina'nis has resistance against Psychic damage. Ina's thoughts can not be read by telepathy unless she allows it. Whenever a creature deals psychic damage to Ina'nis, that creature takes the same amount of damage she does. Ina may cast Stoneskin and Mage Armor at will.

**Eldritch Artist.** If any creature attempts a check to perceive a School of Illusion spell cast by Ina'nis, that check is made at disadvantage.

**Spellcasting.** Ina'nis is an 18th level spellcaster. Her spellcasting ability is Charisma (spell save DC18, +10 to hit with spell attacks). Ina has the following spells available:

**At Will:** Mage Armor, Stoneskin, Eldritch Blast, Magehand, Prestidigitation, Minor Illusion, Shocking Grasp, Vicious Mockery, Friends, Find Familiar

**Level 5 (4 slots):** Arms of Hadar, Dissonant Whispers, Tasha's Hideous Laughter, Enthrall, Misty Step, Suggestion, Detect Thoughts, Phantasmal Force, Hypnotic Pattern, Major Image, Hunger of Hadar, Evard's Black Tentacles, Shadow of Moil, Dominate Person, Telekinesis, Synaptic Static, Dream

**Level 6 (1 slot):** Mental Prison

**Level 7 (1 slot):** Project Image

**Level 8 (1 slot):** Glibness

**Level 9 (1 slot):** Weird

### Actions

**Multiattack.** Ina'nis may cast a spell and make two tentacle bonk attacks.

**Eldritch Blast.** Ranged Magical Attack: +10 to hit, range 300ft., four targets. **Hit:** 10 (1d10+5) force damage. Once per turn, Ina'nis may move a creature hit by Eldritch Blast 10 ft. closer or further away from her in a straight line.

**Tentacle Bonk.** Melee Weapon Attack: +10 to hit, reach 20ft., one target. **Hit:** 11 (1d12 + 5) bludgeoning damage. Ina'nis may choose to grapple the target (escape DC 18). Until the grapple ends, the target is restrained, and has disadvantage on Strength saving throws. Ina'nis may restrain up to four creatures at a time.

### Reactions

**Tentacle Block.** Ina'nis adds 5 to her AC against one melee or ranged attack that would hit her. To do so, she must see the attacker.

**Intervention of the Ancient Ones.** Ina'nis may make one Eldritch Blast attack against a single creature that makes a melee weapon attack against her.



# OOKAMI MIO, THE GREAT WOLF

## OOKAMI MIO

*Medium celestial, lawful good*

**Armor Class** 17 (unarmored defense)

**Hit Points** 189 (21d8 + 105)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	14 (+2)	14 (+2)	18 (+4)	18 (+4)

**Saving Throws** Con +6, Wis +8, Cha +8

**Skills** Performance +8, Perception +8, Insight +8

**Damage Resistances** Non-magical bludgeoning, piercing, and slashing.

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Common, Celestial

**Challenge** 12 (8400 XP)

**Wolf God.** Mio's attacks are magical. When she hits with a melee attack, she deals an additional 8 (2d8) fire damage (included in the attack).

**Wolf's Agility.** When Mio is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

**Preternatural Speed.** Mio may take the disengage, dash, or dodge actions as a bonus action.

**Miomama.** Mio has advantage on all Insight checks and has proficiency with chef's tools.

**Hatotaurus.** Once per short rest, Mio may awaken Hatotaurus as a bonus action. It appears behind her and lasts for 10 minutes. While Hatotaurus is active, Mio gains the following benefits: her AC increases by 2; she may make an additional attack as part of multiattack; the damage type for all her attacks changes to force; all her attacks deal an additional 4 (1d8) force damage; her unarmed attacks gain a reach of 10 ft.; and she gains the ability to deflect acid, cold, fire, force, lightning, or thunder damage, reducing all damage she takes of those types by 9 (1d10+4).

**Wild Impulses.** As a bonus action, Mio may make an additional 2 unarmed attacks.

## Actions

**Multiattack.** Mio may make up to three attacks, only one of which may be *Stunning Strike* or *Throw Fire*.

**Unarmed Attack.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 8 (2d8) fire damage.



**Stunning Strike.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 8 (2d8) fire damage. The target must succeed on a DC17 constitution save or be stunned until the end of Mio's next turn.

**Throw Fire.** *Ranged Weapon Attack:* +9 to hit, range 150 ft., one target. *Hit:* 11 (1d12+5) fire damage. All creatures within 5 ft. of the target take 6 (1d12) fire damage.

## Reactions

**Counterattack.** When a creature misses Mio with a melee attack, she may make an unarmed attack against that creature.



# SAKURA MIKO, THE MESSENGER OF THE GODS

## SAKURA MIKO

*Medium humanoid (human), chaotic neutral*

**Armor Class** 11 (15 with mage armor).

**Hit Points** 207 (23d8 + 115)

**Speed** 16ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	10 (+0)	8 (-1)	20 (+5)

**Saving Throws** Cha +9, Wis +3

**Skills** Performance +12, Persuasion +9, Intimidation +9, Deception +9, Religion +4

**Senses** passive Perception 9

**Languages** Common

**Challenge** 9 (5000 XP)

**Elite Miko.** All of Miko's weapons are +1 magic weapons (included in the attack).

**FAQ U.** As an action, Miko may target 3 creatures within 60 ft. of her. The targeted creatures gain a Curse Point. Miko may use a reaction to expend the Curse Point to impose disadvantage on any skill check, saving throw, or attack made by the targeted creature. A creature may have only one Curse Point at a time.

**Elite Kagura.** As an action, Miko may target 3 creatures within 60 ft. of her. The targeted creatures gain a Luck Point. The targeted creature may choose to expend a Luck Point to gain advantage on any skill check, saving throw, or attack. A creature may have only one Luck Point at a time.

**Pekomiko's Great War.** If Miko grants Usada Pekora either a Luck Point or Curse Point, then instead of granting advantage or disadvantage, expending a Luck Point may transform any one skill check, saving throw, or attack into a natural 20, and expending a Curse Point may transform any one skill check, saving throw, or attack into a natural 1.

**Innate Spellcasting.** Miko's innate spellcasting ability is Charisma (spell save DC17, +9 to hit with spell attacks). She can cast the following spells, requiring no material components.

At Will: *mage armor, shield of faith, protection from evil and good, cure wounds, healing word.*

3/ day each: *shield, inflict wounds, spiritual weapon, prayer of healing, wrathful smite, animal messenger, aid.*

1/ day each: *spirit guardians, dawn, flamestrike, mass healing word, banishment.*

## Actions

**Multiattack.** Miko makes three weapon attacks.

**Tessen.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 8 (1d4 + 6) slashing damage.

**Ofuda.** *Ranged Weapon Attack:* +9 to hit, range 60/120ft., one target. *Hit:* 9 (1d6 + 6) radiant damage.





# SHIRAKAMI FUBUKI, THE WHITE FOX

## SHIRAKAMI FUBUKI

*Medium celestial, chaotic good*

**Armor Class** 17 (natural armor)

**Hit Points** 125 (20d8 + 25)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** Dex +9, Wis +6, Cha +8

**Damage Resistances** Radiant, cold, non-magical bludgeoning, piercing, and slashing.

**Skills** Arcana +5, Perception +6, Performance +8, Stealth +9

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common

**Challenge** 10 (3,900 XP)

**Gachafox.** At the start of her turn, Fubuki may roll a d20. On a roll of a 20, Fubuki regains all expended spells and all uses of Legendary Resistance.

**Arctic Fox.** If a spell deals fire damage, when cast by Fubuki, it deals cold damage instead. When Fubuki casts *Searing Smite* she does so as a level 3 spell.

**Feline Agility.** Fubuki may take the Dodge, Disengage, or Dash actions as a bonus action.

**Store Bought Sword.** Fubuki wields *Murasemaru*, a +2 magic longsword. When Fubuki hits with *Murasemaru* she deals an additional 4d8 cold damage (included in the attack).

**Legendary Resistance (3/day).** If Fubuki fails a saving throw, she can choose to succeed instead.

**Innate Spell Casting.** Fubuki's innate spellcasting ability is Charisma (spell save DC 18, +8 to hit with spell attacks). She can cast the following spells, requiring no material components:

At will: *Frostbite*, *Armor of Agathys*, *Hellish Rebuke*

3/ day each: *Summon Familiar*, *Snilloc's Snowball Swarm*, *Searing Smite*, *Shield*

1/day each: *Ice Storm*, *Staggering Smite*

## Actions

**Multiattack.** Fubuki may make up to 3 attacks, only one of which may be *Icebolt*.

**Murasemaru.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d10+7) slashing damage and 16 (4d8) cold damage.

**Icebolt.** *Ranged Magic Attack:* +9 to hit, range 120 ft., one target. *Hit:* 15 (3d10) cold damage.



**No Waifu, a Friend!** Fubuki targets up to four creatures within 60 ft. of her. Those targets must succeed on a DC18 wisdom saving throw or take 8 (4d4) psychic damage and have disadvantage on its next attack roll. On a success, the target takes half damage and suffers no additional effects.

**Kurokami (1/day).** Fubuki transforms into **Kurokami**. All statistics, actions and abilities are replaced with those of Kurokami. This transformation lasts until the next long rest, or until Kurokami is reduced to 0 hit points, at which point she will revert to Fubuki at full hit points.

## Reactions

**Parry.** Fubuki adds 5 to her AC against one melee attack that would hit her. To do so, she must see the attacker.

**Workaholic Fox.** Fubuki casts a single *At Will* spell.



# KUROKAMI

Medium fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 125 (25d8 + 25)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** Dex +9, Wis +6, Cha +8

**Damage Resistances** Necrotic, fire, non-magical bludgeoning, piercing, and slashing.

**Skills** Arcana +5, Perception +6, Intimidation +8, Stealth +9

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common

**Challenge** 10 (3,900 XP)

**Foxfire.** Kurokami's attacks are magical and deal an additional 4 damage of their type. When she hits with any weapon, she deals an additional 4d8 fire damage (included in the attack).

**Feline Agility.** Kurokami may take the Dodge, Disengage, or Dash actions as a bonus action.

**Frenzied Attack.** As a free action, Kurokami may decide to make a frenzied attack. All her attacks until the start of her next turn are made at advantage and all attacks targeting her until the end of her next turn are also made at advantage.

**Bloodfrenzy.** If Kurokami targets a creature with less than half its hitpoint total remaining, she may make an additional *Claws* attack as a bonus action.

## Actions

**Multiattack.** Kurokami makes three weapon attacks.

**Black Murasamaru.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 14 (1d10+9) slashing damage and 16 (4d8) fire damage.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 13 (1d8+9) slashing damage.

## Reactions

**Riposte.** When a creature misses Kurokami with a melee attack, she may make a *Black Murasamaru* attack against that creature.

## Legendary Actions

Kurokami can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

**Harsh Words.** Kurokami casts *Vicious Mockery* as if she were level 11.





# SHIRANUI FLARE, THE MYSTERIOUS FLAME

## SHIRANUI FLARE

Medium humanoid (half-elf), neutral good

**Armor Class** 16 (studded leather)

**Hit Points** 55 (10d8 + 10)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	18 (+4)

**Saving Throws** Str +3, Dex +7

**Skills** Athletics +3, Nature +7, Survival +7,

Perception +7, Stealth +7, Persuasion +7

**Senses** Darkvision 60 ft., passive Perception 14

**Languages** Common, Elvish

**Challenge** 5 (1800 XP)

**Half-Elf.** Flare has advantage on all saving throws against being charmed, and cannot be put to sleep by magical means.

**Flaming Archer.** Flare's ranged attacks are not affected by being made at long range, and ignore both half and three-quarters cover. Her ranged attacks count as magical, and deal an additional 6 (2d6) fire damage on hits (included in the attack). When she makes a ranged attack and misses, she may use a bonus action to re-roll the attack against a different target within 60 ft. of the original target.

**Harem Builder.** Flare has advantage on all Charisma based ability checks.

**Always Prepared.** Flare has advantage on all Survival and Nature checks. Once per day, as an action, Flare may regain 14 (4d4+4) hit points or remove any one of the following conditions from herself or a willing creature she can touch: Blinded, Deafened, Paralyzed, Poisoned.

**Order of Shirogane.** Whenever Flare would add additional dice to her damage rolls due to an action by Shirogane Noel, she treats those dice as having rolled their maximum possible value.

## Actions

**Multiattack.** Flare makes two attacks.

**Shortsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 6 (2d6) fire damage.

**Archer's Eye (1/day).** *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 14 (2d10+4) piercing damage plus 6 (2d6) fire damage.

**Arcane Shot (Recharge 5-6):** Flare uses one of the following arcane shot attacks.

**Bursting Arrow.** *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 6 (2d6) fire damage. All creatures within 10 ft. of the target take 6 (2d6) force damage.

**Piercing Arrow.** All creatures in a line 1 ft. wide and 30 ft. long must make a DC15 Dexterity save, taking 11 (1d8+1d6+4) piercing damage and 6 (2d6) fire damage, or half as much on a success.

**Seeking Arrow.** Flare chooses one target she has seen in the past day. So long as this target is within 600 ft. it must make a DC15 Dexterity save, taking 8 (2d8+4) piercing damage and 6 (2d6) fire damage on a failed save, or half as much on a success.

**Grasping Arrow.** *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 6 (2d6) fire damage. The creature hit by the arrow takes an additional 6 (2d6) poison damage, and takes an additional 6 (2d6) slashing damage the first time it moves more than 1 ft. without teleporting at the start of each subsequent turn. The targeted creature may make a DC15 Strength save at the end of its turn to end this effect, otherwise it lasts for 1 minute.





# SHIROGANE NOEL, THE SILVER KNIGHT

## SHIROGANE NOEL

Medium humanoid (human), lawful good

**Armor Class** 18 (Plate)  
**Hit Points** 61 (10d8 + 16)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Str +8, Con +5, Wis +3  
**Skills** Athletics +8, Intimidation +5  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 5 (1800 XP)

**Elfriend (1/Day).** If a melee attack by any creature would reduce Shiranui Flare to below half of her hit point total or to 0 hit points and Flare is within 60ft. of Noel, then Noel may, as a reaction, *immediately* move to within 5ft. of the creature whose action triggered this ability. She then makes a *mace* attack against that creature. Flare then immediately regains 10 (1d10+5) hit points, plus an additional 3 (1d6) hit points for each attack of opportunity which was or could have been made against Noel in her movement.

**Hey Muscle!** Noel has advantage on all Strength and Strength based ability checks and Strength saving throws.

**Dragonbane.** Noel has a +3 bonus to any rolls made to grapple Dragons.

**Be my Fan!** Noel has advantage on rolls to Intimidate.

**Brave.** Noel has advantage on saving throws against being Frightened.

## Actions

**Multiattack.** Noel makes three *mace* attacks, or uses one *mace* attack and any one other action.

**Mace.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

**Grappling Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 8 (1d6+5) bludgeoning damage. Noel may grapple the target as a bonus action.

**Distracting Attack.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 8 (1d6+5) bludgeoning damage. Noel adds 4 (1d8) to her damage roll. The next attack roll against the target by an attacker other than Noel has advantage if the attack is made before the start of her next turn.

**Danchou's Strike.** Noel directs a friendly creature who can see or hear her to attack. That creature may then make one weapon attack as a reaction, adding 4 (1d8) to the damage roll.

**Evasive Footwork.** Noel adds 4 (1d8) to her AC until the start of her next turn.

**Rally (1/day).** For 1 minute, Noel can utter a special command or warning whenever a nonhostile creature that she can see within 30 ft. of her makes an attack roll or a saving throw. The creature can add a 4 (1d8) to its roll provided it can hear and understand her. A creature can benefit from only one Rally die at a time. This effect ends if Noel is incapacitated.

## Reactions

**Parry.** Noel adds 5 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

**Riposte.** When a creature misses Noel with a melee attack, she may use her reaction to make a *mace* attack against the creature, adding 4 (1d8) to the damage roll.

**Brace.** When a creature Noel sees moves within 5ft. of her, she may use her reaction to make a *mace* attack against the creature, adding 4 (1d8) to the damage roll.





# SHISHIRO BOTAN, THE HUNTING LION

## SHISHIRO BOTAN

Medium humanoid, neutral good

**Armor Class** 18 (natural armor)

**Hit Points** 99 (18d8 + 18)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	16 (+3)	14 (+2)	14 (+2)

**Saving Throws** Dex +9, Cha +6

**Skills** Perception +10, Insight +6, Survival +6

**Senses** Tremorsense 15ft., passive Perception 20

**Languages** Common

**Challenge** 9 (5000 XP)

**FPS Lion.** Botan adds +2 to hit to all her ranged attack rolls (included in the attack). As a bonus action, she may re-roll a missed range attack.

**Cool Under Fire.** When making ranged attacks against creatures within 5 ft. of her or at long range Botan does not roll at disadvantage. Botan also has advantage on all saving throws against being frightened.

**Marks lion.** Botan ignores half and three-quarters cover. If Botan attacks a creature while she is in half or three-quarters cover, she may use a bonus action to add 1d8 piercing damage to all ranged attacks made this turn.

**Jingisukan.** Botan has expertise in Perception. As a bonus action, she may give herself Blindsight (30ft.) until the start of her next turn.

## Actions

**Multiattack.** Botan makes three weapon attacks.

**Claws.** *Melee Weapon Attack.* +9 to hit, reach 5ft., one target. *Hit:* 9 (1d6+5) slashing damage.

**Handcannon.** *Ranged Weapon Attack.* +11 to hit, range 40/80 ft., one target, *Hit:* 11 (1d10+5) piercing damage.

**Rifle.** *Ranged Weapon Attack.* +11 to hit, range 90/300 ft., one target, *Hit:* 12 (1d12+5) piercing damage. Every turn Botan uses this action, she must roll 1d6. On a 1, she has run out of ammunition, and must spend an action to reload before she may use this action again.



**Poi (Recharge 5-6).** Botan throws a grenade at a spot within 50ft. of her. All creatures within 20 ft. of the grenade must make a DC15 dexterity saving throw, taking 5d6 slashing damage on a failed save, or half that on a success.

## Reactions

**Overwatch.** If a creature within 60 ft. of Botan moves, makes a weapon attack, or casts a spell, she may make a ranged weapon attack against that creature. On a hit, in addition to the normal effects, the targeted creature must make a DC19 dexterity saving throw. On a success, the target has their speed reduced by half and makes all attacks at disadvantage until the start of Botan's next turn. On a success, the target has their speed reduced by 10ft. and only makes the triggering attack at disadvantage.

**360 No Scope.** If a creature within 60ft. of Botan takes the Dodge or Disengage action, she may make a ranged weapon attack against that creature. This attack ignores the disadvantage imposed by the Dodge action.



# TAKANASHI KIARA, THE MAJESTIC PHOENIX

## TAKANASHI KIARA

Medium elemental, chaotic good

**Armor Class** 18 (20 with shield)

**Hit Points** 110 (10d8 + 70)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	25 (+7)	8 (-1)	8 (-1)	18 (+4)

**Saving Throws** Wis +4, Cha +9

**Damage Resistances** Fire, poison, non-magical bludgeoning, piercing, and slashing

**Skills** Performance +9, Persuasion +9, Deception +9, Cook's Utensils +13

**Senses** Darkvision 60 ft., passive Perception 14

**Languages** Common

**Challenge** 16 (16500 XP)

**KFP Spicy.** When Kiara is reduced to half her total hit points, she immediately regains all Legendary Actions. All of Kiara's weapon attacks now also ignore resistance or immunity to Fire damage on a hit.

**Majestic Phoenix.** When Kiara is reduced to 0 hit points she explodes. Each creature within 60 ft. of her must make a DC20 dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much on a successful save. The explosion leaves behind a phoenix cinder, that weighs 5 lbs. and deals 21 (6d6) fire damage to any creature that touches it. The cinder is immune to all damage, and Kiara is reborn from it in 1d6 days.

**Talon of the Phoenix.** All of Kiara's weapon attacks are magical, and deal an additional 16 (4d8) fire damage on a hit (included in attack).

**Fiery Wings (1/ day).** As a bonus action, Kiara sprouts a pair of fiery wings. She gains a flying speed of 60 ft. and all creatures within 10 ft. of Kiara at the start of their turn takes 14 (4d6) fire damage. The wings last for up to an hour. While flying, Kiara is immune to opportunity attacks.

**Legendary Resistance (3/ day).** If Kiara fails a saving throw, she may choose to succeed instead.

## Actions

**Multiattack.** Kiara may make three weapon attacks.

**Talon of the Phoenix. Melee Weapon Attack:** +13 to hit, reach 5ft., one target. **Hit:** 13 (1d10+8) slashing damage and 16 (4d8) fire damage. If the target is a creature, it is now on fire. Until it spends an action to extinguish the fire, it will take 5 (1d10) fire damage at the start of its turn.

**Fiery Wind (3/ day).** Kiara generates a column of strong wind 60 ft. long and 10 ft. wide. All creatures within the column must succeed on a DC20 strength saving throw or be pushed 15 ft. in the direction of the wind. All creatures in the column take 14 (4d6) fire damage.

## Reactions

**Shield Bash.** When a creature misses Kiara with a melee attack, she may force the creature to make a DC20 strength or dexterity saving throw, being knocked prone on a failure.

## Legendary Actions

Kiara can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Kiara regains spent legendary actions at the start of her turn.

**Move.** Kiara moves up to her speed.

**Sudden Strike.** Kiara makes a single *Talon of the Phoenix* attack.

**Burning Claws (Costs 3 actions).** Kiara casts *Fireball* at Level 4 with a spell save DC of 20.





# TOKOYAMI TOWA, THE ANGELIC DEMON



## TOKOYAMI TOWA

Medium fiend (devil), lawful good

**Armor Class** 16 (natural armor)

**Hit Points** 128 (16d8+64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	20 (+5)

**Saving Throws** Str +8, Dex +7, Wis +6, Cha +9

**Damage Resistances** Necrotic, non-magical bludgeoning, piercing, and slashing

**Damage Immunities** Fire

**Skills** Performance +11,

**Senses** Darkvision 60 ft., passive Perception

**Languages** Common, Infernal

**Challenge** 9 (5000 XP)

**Devil's Sight.** Magical darkness doesn't impede Towa's darkvision.

**Magic Resistance.** Towa has advantage on saving throws against spells and other magical effects.

**Devilish Idol.** Towa benefits from Expertise on performance checks (included in her profile).

**TMD.** As a bonus action, Towa may shift her creature type to *celestial*. While her creature type is *celestial*, she loses resistance to necrotic damage and gains resistance to radiant damage. Towa may use a bonus action to shift back to *fiend* at any point.

**Bibi.** Towa's Bibi can take the form of many different weapons. As a bonus action, Bibi may shift between *Devil's Fork*, *Devil's Blade*, and *Devil's Bow*. Towa may only shift Bibi's form once per turn, and can only attack with Bibi in its current form.

**Devilish Fire.** Towa's weapon attacks count as magical for purposes of overcoming damage resistance.

## Actions

**Multiattack.** Towa may make three attacks, one of which may be *Hurl Flame*.

**Bibi (Devil's Fork).** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+5) piercing damage.

**Bibi (Devil's Blade).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC14 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time Towa hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

**Bibi (Devil's Bow).** *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit* 9 (1d10+4) piercing damage.

**Hurl Flame.** *Ranged Weapon Attack:* +9 to hit, range 150ft., one target. *Hit* 13 (2d8 + 5) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



# TSUNOMAKI WATAME

## THE ETERNAL BARD

### TSUNOMAKI WATAME

Medium humanoid, neutral good

**Armor Class** 15 (natural armor)

**Hit Points** 70 (10d8+30)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+1)	14 (+2)	17 (+3)

**Saving Throws** Dex +4, Cha +6

**Skills** Performance +9, Persuasion +9, Deception +6, Athletics +6

**Senses** passive Perception 13

**Languages** Common

**Challenge** 5 (1800 XP)

**Eternal Bard.** If Watame is reduce to 0 hit points, instead of falling unconscious, she is transported to the Astral Plane. She will reappear at a random location on the Material Plane 8 seconds later with all hit points regained.

**Watame Did Nothing Wrong.** Watame has advantage on all Charisma based skill checks.

**Asacoco Dance.** As a bonus action, Watame expends a use of Bardic Inspiration. A creature of her choice within 60 ft. of her must succeed on a DC16 Wisdom saving throw or take 5 (1d4+3) psychic damage and move 10 ft. in a direction of Watame's choice.

**Gangimari Sheep (1/ day).** As an action, Watame ingests a large dose of Asacoco. For the next hour, Watame automatically succeeds on all Wisdom and Charisma saving throws, and cannot be put to sleep by magical means.

**Bardic Inspiration (4/ day).** Watame chooses a creature within 60 ft. of her. That creature may add 4 (1d8) to a single ability check, saving throw, or attack roll in the next 10 minutes.

**Spellcasting.** Watamae is a 6th level spellcaster. Her spellcasting ability is Charisma (spell save DC14, +6 to hit). She has the following spells prepared.

At will: *Vicious Mockery, Dancing Lights, Mage Hand*

1st Level (4 slots): *Charm Person, Speak with Animals*

2nd Level (3 slots): *Enthrall, Shatter*

3rd Level (3 slots): *Motivational Speech, Major Image*



### Actions

**Horndrill.** *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 6 (1d6+3) bludgeoning damage. If Watame has moved more than 20 ft. in a straight line prior to making the attack, the target must succeed on a DC16 strength saving throw or be knocked prone.

**Song of Majesty.** Watame expends a use of Bardic Inspiration. All creatures of her choice within 60 ft. of her gain 7 (1d8+3) temporary hit points until the start of Watame's next turn.

### Reactions

**Song of Discord.** When a creature within 60ft. of Watame is forced to make a saving throw, she may expend a use of Bardic Inspiration to reduce the saving throw by 2 (1d4).

I'm not at fault here, right? I have nothing to apologise for!  
~ Tsunomaki Watame



# URUHA RUSHIA

## THE RAGING

## NECROMANCER



### URUHA RUSHIA

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 75 (15d8+15)

Speed 30ft.

STR DEX CON INT WIS CHA

15 (+2) 15 (+2) 12 (+1) 18 (+4) 15 (+2) 13 (+1)

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7

**Senses** passive Perception 12

**Languages** Common, Celestial, Abyssal, Infernal, Deep Speech

**Challenge** 7 (2900 XP)

**Trainee Necromancer.** Whenever Rushia deals necrotic damage from a spell, she gains additional hit points equal to half the damage done.

**Fandeath.** Whenever Rushia casts *animate dead* she may target an additional corpse or pile of bones, creating an additional zombie or skeleton as appropriate. Undead created by Rushia have an additional 9 hit points and a +3 to damage rolls.

**Hololive 3rd Generation.** Rushia may cast *Raise Dead* on Hosho Marine, Shiranui Flare, Shirogane Noel, and Usada Pekora for no material cost. She may otherwise cast *Raise Dead* for half its normal material cost (i.e. requiring a diamond worth only 250 gp).

**Heavy Metal Necromancer (1/ day).** On her turn, Rushia may enter a rage, giving an ear piercing shout of fury as she does so. Upon entering a rage, all creatures within 30ft of Rushia must make a DC17 Constitution saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one. While raging, Rushia has advantage on all Strength and Constitution skill checks and saving throws. She also gains resistance to non-magical bludgeoning, slashing, and piercing damage, if she does not have it already. She cannot concentrate on any spells for the duration, but gains advantage on all attacks or spells targeted at hostile creatures. At the end of each of her turns while she is raging, Rushia must make a DC25 Wisdom saving throw. On a success, the rage ends, and Rushia is no longer subject to any of these effects. On a failure, the rage continues.

**Rushia's Pets (1/day).** Rushia calls upon her pets to aid her. She magically summons up to four fiends, aberrations, beasts, or monstrosities of CR1/2 or lower. The summoned creatures arrive in 2 (1d4) rounds and act as Rushia's allies, obeying her instructions. These creatures will remain for up to an hour, at which point they will seek out methods to harm themselves above all else until they are killed.

**Spellcasting.** Rushia is an 10th level spellcaster. Her spellcasting ability is Intelligence (spell save DC15, +7 to hit with spell attacks). Rushia has the following spells available:

At will: *Chill Touch*, *Find Familiar*, *Mage Hand*, *Prestidigitation*, *Minor Illusion*, *Toll the Dead*

1st Level (4 slots): *False Life*, *Mage Armor*, *Ray of Sickness*

2nd Level (3 slots): *Ray of Enfeeblement*, *Blindness/Deafness*

3rd Level (3 slots): *Animate Dead*, *Summon Undead*, *Speak with Dead*, *Dispell Magic*, *Fear*, *Vampiric Touch*

4th Level (3 slots): *Blight*, *Shadow of Moil*, *Stoneskin*

5th Level (2 slots): *Danse Macabre*, *Raise Dead*, *Enervation*

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft. or range 20/60 ft., one target. *Hit* 4 (1d4+2) piercing damage.

**Smash (Only available during rage).** *Melee Weapon Attack:* +5 to hit, range 5ft., one target. *Hit* 8(1d12+2). Deals double damage to objects.



# USADA PEKORA, THE PRINCESS OF PEKOLAND

## USADA PEKORA

Medium humanoid, chaotic evil

Armor Class 17 (unarmored defense)

Hit Points 100 (20d8+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+4)	12 (+1)	8 (-1)	11 (+0)	20 (+5)

Skill Deception +11, Persuasion +11

Senses passive Perception 13

Languages Common

Challenge 5 (1800 XP)

**Bunnygirl.** Pekora may take the Dash or Disengage action as a bonus action.

**Yabai, peko!** When Pekora goes below half her hit point total, her TNT Cannon activates and she regains any spent legendary actions.

**Lucky Rabbit.** When Pekora rolls a 1 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Pekomiko's Great War.** Pekora may count Sakura Miko as a nousagi for all relevant actions, reactions, and legendary actions. If Pekora has a Luck Point from Miko's *Elite Kagura*, Pekora may use it for her TNT Cannon's *UTE!* action.

## Actions

**Netherite Sword.** *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) magic slashing damage.

**Project TNT Cannon.** Pekora quickly assembles her TNT Cannon in an unoccupied horizontal space within 5 ft. of her. She may only have one TNT Cannon active at a time. If a TNT Cannon is active, Pekora may use a bonus action to activate it.

**Konpeko, Konpeko, Konpeko!** A nousagi appears in any available space within 20 ft. of Pekora.

**PEKO PEKO PEKO.** All nousagi within 30 ft. of Pekora may immediately move or take an action.

**Usada Kensetsu.** Pekora may designate a rectangular area of ground 5 ft by 10 ft. This area now counts as either difficult terrain or three-quarters cover, Pekora's choice.

## Reactions

**Protect your Shachou!** If a nousagi is within 10 ft. of Pekora when she is targeted by a weapon attack or spell, she may make the nousagi the target instead of her.

## Legendary Actions

Pekora can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

**Welcome to Pekoland!** A nousagi appears in any available space within 20 ft. of Pekora.

**Get 'em peko!** All nousagi that can see or hear Pekora immediately move up to their full speed.

**AH↓HA↑HA↑.** All nousagi that can see or hear Pekora immediately make an attack.

**Reload peko!** Pekora activates her TNT Cannon.







## NOUSAGI

*Small beast, chaotic neutral*

Armor Class 11  
Hit Points 5  
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Perception +3, Stealth +4  
**Senses** passive Perception 13  
**Languages** None

**Pack Tactics.** A nousagi has advantage on attack rolls against a creature if at least one of its non-incapacitated allies is within 5 ft. of the target.

**Minion.** If a nousagi receives 5 points or more of damage on any one creature's turn it is immediately reduced to 0 hit points, otherwise it takes no damage.

### Actions

**Pound.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

## TNT CANNON

*Small construct, true neutral*

Armor Class 18  
Hit Points 25  
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Damage Immunities** Poison, Psychic  
**Senses** None  
**Languages** None

**Pekora's Cannon.** When activated by Pekora, the TNT Cannon immediately moves up to its max speed and takes an action.

### Actions

**UTE! Ranged Weapon Attack:** +7 to hit, range 50/100 ft., one target. *Hit:* 10 (2d6+4) bludgeoning damage. All creatures within 10 ft. of the target take 11 (3d6) fire damage and are pushed 5 ft. away from the target.

**Fire! Fire! Fire! (Recharge 5-6) Ranged Weapon Attack:** +7 to hit, range 50/100 ft., three targets. *Hit:* 10 (2d6+4) bludgeoning damage. All creatures within 10 ft. of the targets take 11 (3d6) fire damage and are pushed 5 ft. away from the target.



# AMELIA WATSON, THE PRIVATE INQUISITIVE

## AMELIA WATSON

Medium humanoid (human), chaotic good

**Armor Class** 15 (studded leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	16 (+3)	15 (+3)	14 (+2)

**Skills** Perception +6, Survival +6, Investigation +8, Insight +8, Medicine +6, Deception +5

**Senses** passive Perception 16

**Languages** Common

**Challenge** 5 (1800 XP)

**Investigatorator.** Amelia has advantage on any rolls to track a creature and all Investigation or Perception checks.

**Time Traveller.** When initiative is rolled, each creature must declare what movement and actions they intend to use on their turn. They must take the actions declared. Amelia may then choose to go at any initiative step.

**Watson Concoction (3/day).** As a bonus action, Amelia (or any creature she can touch) may regain 6 (1d4+4) hit points, or make a DC15 Constitution saving throw. On a failure they gain one of the following conditions of Amelia's choice: Sleep, Blinded, Deafened, Paralyzed, Poisoned.

**Childhood Stories.** Amelia has advantage on all checks to resist poison, fear, or being stunned.

**Gunslinger.** Amelia gains a +2 to hit against targets within 15 ft. and does not suffer any penalties for making a ranged attack against a creature within 5ft. Amelia scores a critical hit on a roll of 19-20.

## Actions

**Multiattack.** Amelia makes two weapon attacks.

**Pistol.** Ranged Weapon Attack: +6 to hit (+8 within 15ft.), range: 30/90ft., one target. *Hit* 8 (1d10+3) piercing damage.

**Trick Shot (Recharge 5-6):** Amelia uses one of the following trick shot attacks.

**Disarming Shot.** Ranged Weapon Attack: +6 to hit (+8 within 15ft.), range: 120ft., one target. *Hit* 5 (1d10) piercing damage. The target must succeed on a DC15 Strength saving throw, or drop any one held object of Amelia's choice that they are carrying and have that object be pushed 10ft. away from her.

**Winging Shot.** Ranged Weapon Attack: +6 to hit (+8 within 15ft.), range: 120ft., one target. *Hit* 5 (1d10) piercing damage. The target must succeed on a DC15 Strength saving throw or be knocked prone.

**Dazing Shot.** Ranged Weapon Attack: +6 to hit (+8 within 15ft.), range: 120ft., one target. *Hit* 5 (1d10) piercing damage. The target must succeed on a DC15 Constitution save or suffer disadvantage on attack rolls until the end of their next turn.

## HOLOLIVE 5E AND BLACK POWDER

All Hololive 5e NPCs have been designed using the optional firearms rules in the *Dungeon Master's Guide* p. 268. If you do not wish to use gunpowder weapons in your campaign setting, consider reflavoring the profile for a hand crossbow or wandlinger.





# YUKIHANA LAMY, THE ICE WITCH

## YUKIHANA LAMY

*Medium humanoid (half-elf), lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 34(1d4 + 5)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)
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**Saving Throws** Dex +9, Wis +7, Cha +9

**Skills** Perception +7, Stealth +9, Persuasion +9

**Damage Resistances** Cold, poison, non-magical bludgeoning, piercing, and slashing

**Senses** darkvision 120ft., passive Perception 17

**Languages** Common

**Challenge** 15 (13000 XP)

**Half-Elf.** Lamy has advantage on all saving throws against being charmed, and cannot be put to sleep by magical means.

**Snow Elf.** If a spell cast by Lamy deals cold damage, then that spell deals an additional damage die of cold damage. Lamy's weapon attacks are magical. When she hits with any weapon, she deals an extra 4d8 cold damage (included in the attack).

**Snow Princess's Blessing.** Lamy gains 10 hit points at the start of her turn if she has at least 1 hit point. If she takes fire damage, this trait does not function at the start of her next turn.

**Nigorizake.** Lamy is possessed by an ancient Ice Queen that is weak to alcohol. If Lamy consumes more than 4 alcoholic beverages within 1 hour, she must *fail* a DC16 Wisdom save at the start of her next turn or else be released from the possession. For each alcoholic beverage consumed past the first 4, the DC of the check drops by 1. If the possession is broken her alignment changes to *neutral good*. Lamy must continue to consume at least four alcoholic beverages per hour, or else the possession will resume.

**Legendary Resistance (3/day).** If Lamy fails a saving throw, she may choose to succeed instead.

**Innate Spellcasting.** Lamy's spellcasting ability is intelligence (spell save DC16, +8 to hit with spell attacks). She can cast the following spells, requiring no material components.

At Will: *frostbite*, *ray of frost*, *ice knife*, *armor of agathys*

3/day each: *fire shield* (*chill shield* only), *ice storm*

1/day each: *cone of cold*, *investiture of ice*

## Actions

**Multiattack.** Lamy makes two *Frostblade* attacks.

**Frostblade.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) slashing damage and 15 (4d8) cold damage.



**Lamy's Harem.** Lamy targets one humanoid she can see within 30 ft. of it. The target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Lamy. Although the target isn't under Lamy's control, it takes her requests or actions in the most favorable way it can. Each time Lamy does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Lamy takes a bonus action to end the effect.

**Daifuku (1/day).** Lamy magically calls one polar bear to her side. It arrives in 1d4 rounds and obeys Lamy's commands. The polar bear remains for an hour or until Lamy dismisses it as a bonus action.



# CREDITS & DISCLAIMERS

## THANK YOU!

Lubyak here! Thank you for taking the time to look through this little project of mine! While I have only recently fallen down the Hololive rabbithole, I've quickly fallen in love with so many of the talents and the community as a whole. Dungeons & Dragons is a huge passion of mine, and I hope that what I've done here captures the feel of our beloved Vtubers.

There is no bigger compliment for a homebrewer than some other Dungeon Master wanting to steal their content to put into their own games, so to all prospective DMs out there: please. Take these and drop them into your games! Though I make no promises as to balance. Let me know how they turned out! This is a living document and I fully intend to continue updating and finetuning it going forward.

## CREDITS

**Created by:** [/u/Lubyak](#) utilising the [Homebrewery](#) by NaturalCrit.

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